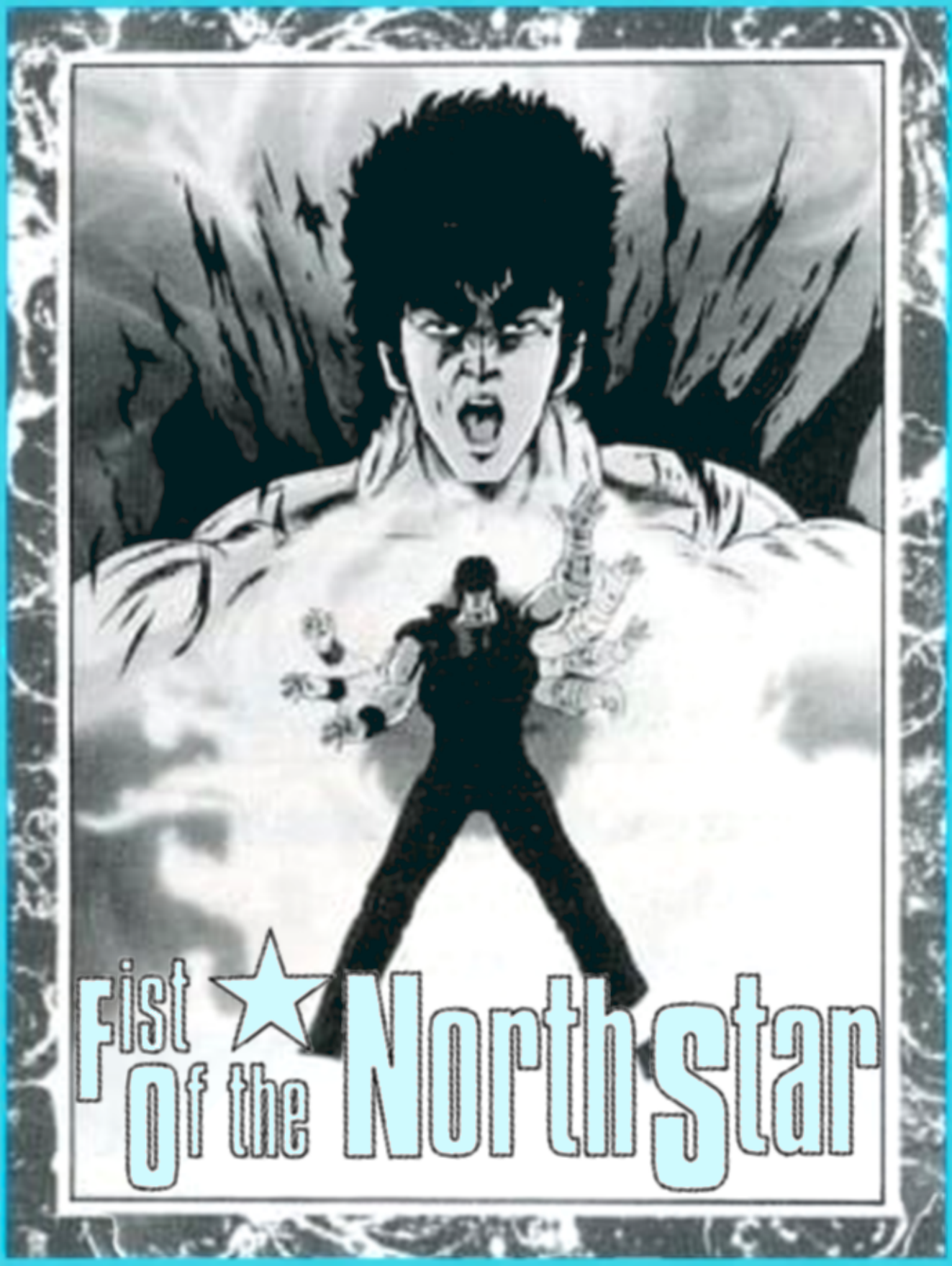
Nintendo® FAMILY COMPUTER



TRANSLATED BY RANI TIMEKEY

Toei Animation Co., Ltd.

INSTRUCTION MANUAL

THANK YOU FOR PURCHASING THIS HOKUTO NO KEN GAME CARTRIDGE. PLEASE READ THE INSTRUCTIONS CAREFULLY TO INSURE BEST CARE AND SAFE USE OF IT. PLEASE KEEP THIS MANUAL IN A SAFE PLACE SO YOU CAN REFER BACK TO IT IF YOU HAVE QUESTIONS.

PRECAUTIONS:

(1) DO NOT EXPOSE TO SHOCK OR EXTREME TEMPERATURE. DO NOT DISASSEMBLE.

(2) DO NOT TOUCH TERMINALS OR ALLOW TO GET WET.

(3) DO NOT TRY TO CLEAN WITH BENZENE/SOLVENTS.

(4) PLAY GAME AS FAR FROM TELEVISION AS POSSIBLE.

(5) TAKE BREAKS WHEN PLAYING FOR EXTENDED PERIODS.

STORY

IN 199X, THE WORLD WAS ENGULFED IN NUCLEAR FLAME...

THE ROAD TO TAKE ON RAOH, THE END OF THE CENTURY CONQUEROR, WILL BE LONG. IN YOUR PATH:

HEART, THE HOMICIDAL MANIAC.
SHIN, THE FIST OF THE SOUTH DIPPER CONSTELLATION.
JAGI, THE BROTHER THAT BETRAYED YOU.
SOUTHER, MASTER OF THE NANTO ARTS, AND
RAOH, THE CONQUEROR. WHO CAN ONLY BE DEFEATED BY A MASTER OF HOKUTO SHINKEN.

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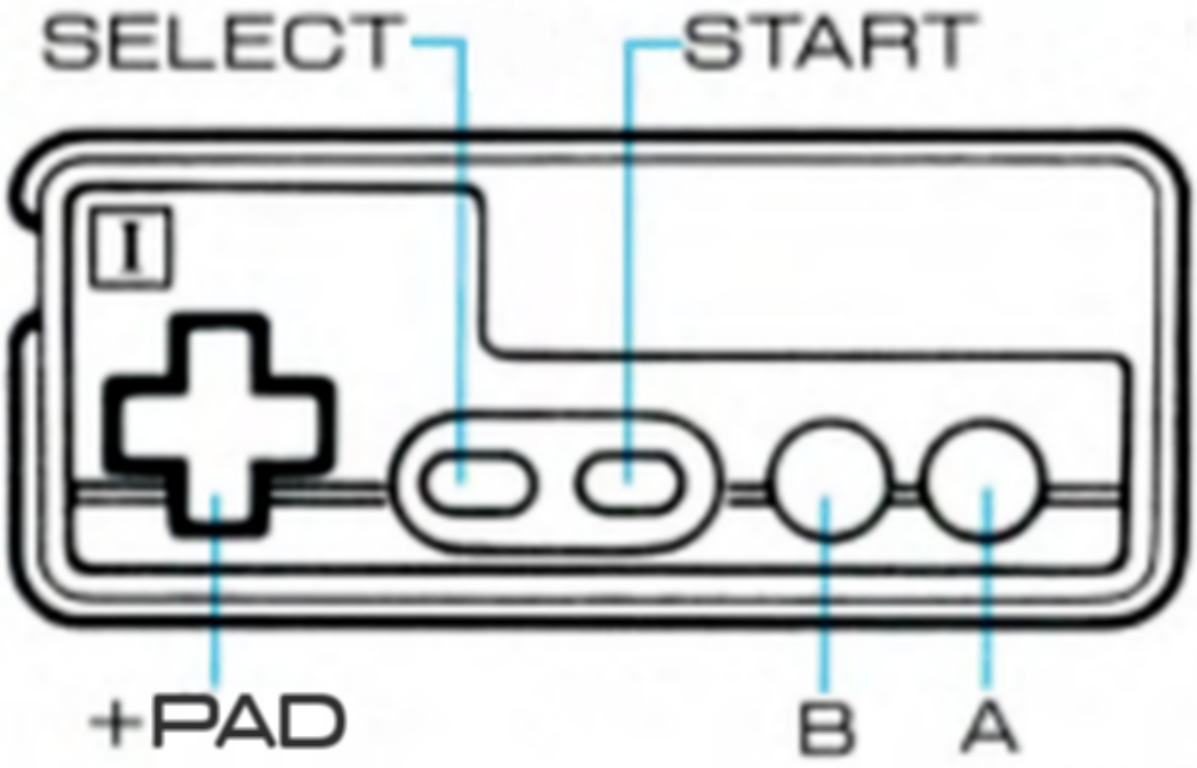
1.CONTROLS

CONTROLLER



+PAD

A BUTTON PUNCH

B BUTTON KICK

SELECT CHOOSES FROM 1PLAYER AND 2PLAYER MODE AT TITLE SCREEN.

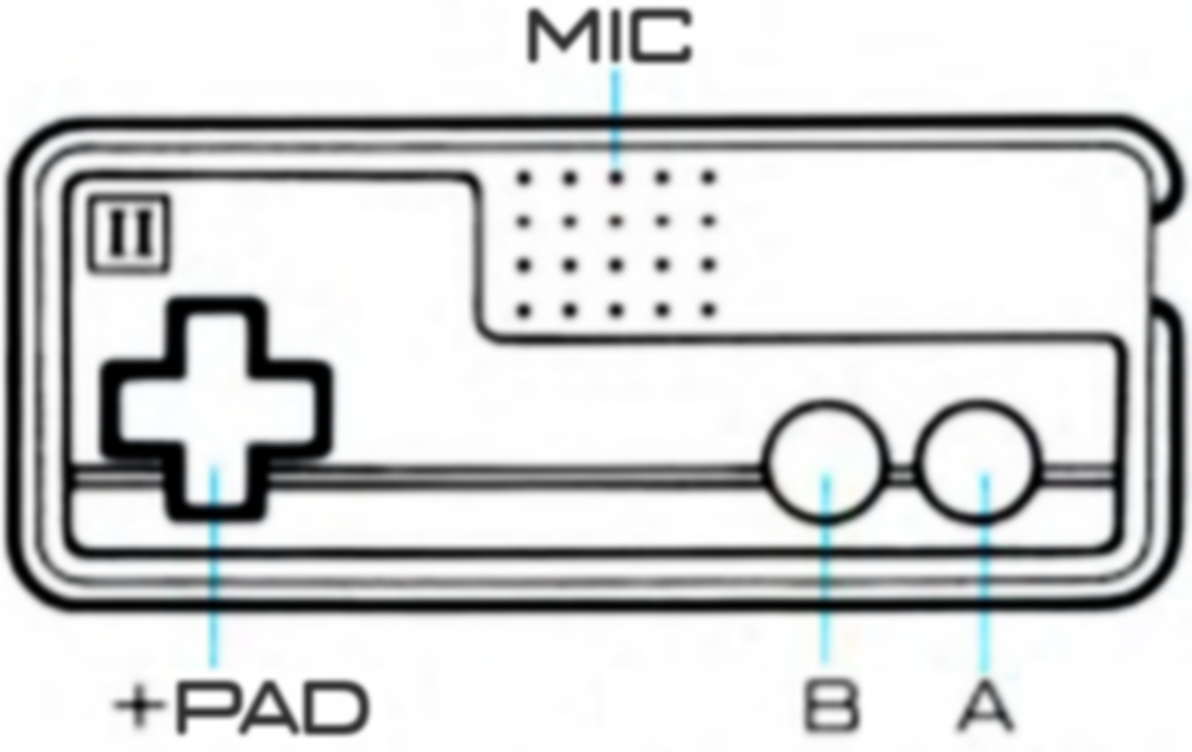
START BEGINS THE GAME MODE INDICATED WITH THE SELECT BUTTON.

PAUSE

YOU CAN ALSO PRESS START DURING GAME-PLAY TO PAUSE THE GAME. PRESS START AGAIN TO RESUME PLAY.

CONTROLLER II

USED IN 2PLAYER MODE.



2.HOW TO PLAY

GAME PROGRESS

YOU START THE GAME ON THE RIGHT SIDE OF THE SCREEN AND MOVE LEFT TO PROGRESS.

CHOICE OF PATH

PRESS A+B+UP IN FRONT OF A DOORWAY TO ENTER IT. YOU MUST ENTER THE DOORWAYS IN A CERTAIN ORDER TO GET TO THE END OF THE STAGE.

THERE MAY BE CLUES AS TO WHICH DOOR IS CORRECT.

POWER-UP

WHEN YOU DEFEAT BRIGHT RED ENEMIES, YOU ARE REWARDED WITH A POWER UP SYMBOL. COLLECT THEM AND YOU WILL GAIN SPEED AND POWER.

YOU CAN ACQUIRE 7 LEVELS.

HIT

THIS IS THE NUMBER OF ENEMIES KILLED. YOU GAIN SOME HEALTH BACK EVERY 10.

3. CHARACTERS

KENSHIRO

THE PLAYER CHARACTER. HEIR OF HOKUTO SHINKEN.

YURIA

THE FIANCE OF KEN. HELD CAPTIVE BY RAOH.

KING OF FISTS
INVADING GUARD

THEY CAN PUNCH, KICK, JUMP, AND THROW KNIVES, BOOMERANGS, AND SHOOT CROSSBOWS.

300

KING OF FISTS
ELITE GUARD

STRONGER AND JUMPS HIGHER THAN INVADING GUARD.

300

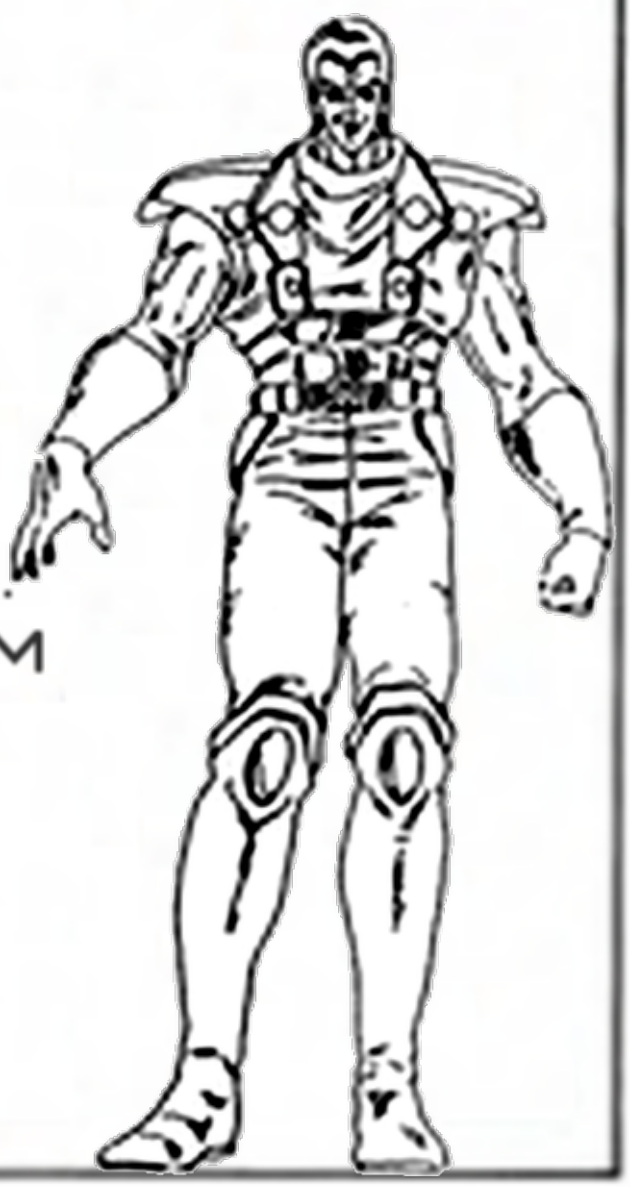
HEART
KNOWN AS 'DESTROYER OF FISTS.' CAN ABSORB MOST BLOWS WITH HIS BODY.
2000

SHIN
MASTER OF SOUTHERN DIPPER FIST. ATTACKS WITH VACUUM WAVES.
2000

JAGI

KENSHIRO'S BROTHER. FIGHTS WITH PUNCHES, KICKS AND THROWING KNIVES.

3000



SOUTHER

MASTER OF THE NANTO TECHNIQUES. USES VACUUM WAVE ATTACK.

5000

RAOH

THE KING OF FISTS. HE WILL GATHER AN AURA SHIELD TO SURROUND HIM DURING THE FIGHT. YOU MUST DEFEAT HIM TO RESCUE YURIA.

9000

KNIFE 100

ARROW 100

AXE 100

BOOMERANG 100

Toei Animation Co., Ltd.

BURONSON/TETSUO * FUJI TV* SHUEISHA

FAMILY COMPUTER IS TRADEMARK NINTENDO
THIS GAME PROGRAM CANNOT BE COPIED
EVEN WITH A TAPE MACHINE